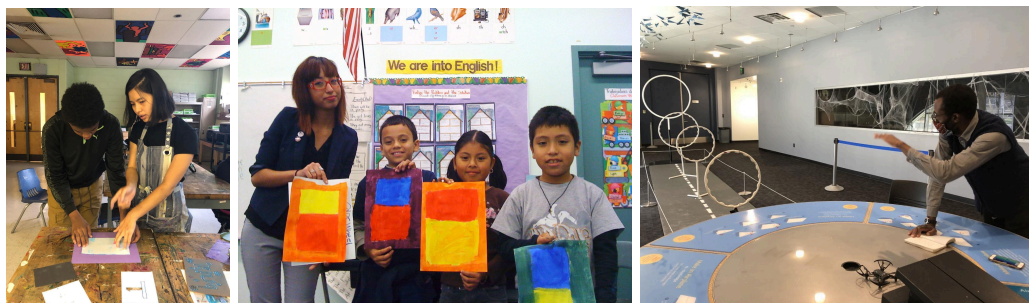


Art and Design Education Minor



The Art and Design Education minor prepares students for a range of professional practices as socially engaged artists, designers and educators in diverse communities and contexts including K-12 schools, museum education departments, community art centers, correctional facilities, therapeutic arts programs, design companies that focus on educational materials, and the use of art and design as an agent for positive social change. Completion of the BFA degree with this minor satisfies the CA Commission on Teacher Credentialing's Subject Matter in Art requirements and therefore qualifies for a CSET waiver (California Subject Exam for Teachers) - one step in earning a Single Subject Teaching Credential. A fifth year of study at another institution or a two year internship at a CTC approved K-12 school is required to complete the remaining CA Single Subject Teaching Credential requirements. Otherwise students are ready to teach in venues that do not require the credential.

Eligibility

This minor is open to all BFA majors. Students must be on track in their major and in good academic standing, with no more than 6 credits behind and a cumulative GPA of 2.0.

Required Courses

LIBS311	Teaching for Learning I	3	(fall only)
SSCI214	Community Arts in LA	3	(spring only)
ADED336	Teaching Internship	3	(fall only)
LIBS313	Teaching for Learning II	3	(spring only)
	Art and Design Education Elective*	3	(any semester)

Total Credits

15

** Students will choose Art and Design Education Electives from the Minors Course Lists, selected by the Interdisciplinary Studies Chair and ADED Minor Area Head in collaboration with each Academic Department. Examples include: ADED300 Special Topics, CAIL301 Creative Action Studio, SSCI211 Child Psychology, and studio classes outside of their major or area of emphasis that expand their art and design making skills.*

See Interdisciplinary Studies and Liberal Arts and Sciences Departments for Course Descriptions.

Each enrolled student will receive an individual Academic Plan in Degree Works outlining how this minor fits into their major.

For more information about the Art and Design Education minor contact:

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www.otis.edu/minors

<https://www.otis.edu/programs/undergraduate/minors/art-design-education.html>

Art and Design Education Minor

Program Learning Outcomes

Art & Design Education Minor student work will demonstrate:

Grow

Disciplinary knowledge and skills • Proficiency in industry-standard skills, technologies, and processes

Competency across all Art Subject Matter Domains required by the CA Commission on Teaching Credentialing.

Cross-disciplinary awareness and practice

Developed and equally valued practices as both educator and artist/designer.

Audience-focused research, historical context, and field-specific discourse

Proficient knowledge about historical and current trends in educational theory and practice by engaging in comparative dialogues to determine how these forces shape teaching and learning today.

Capacity to research K-12 schools, museum education departments, community arts centers, correctional facilities, therapeutic arts programs, and design companies focused on educational materials to gain insight into trends, values, standards and opportunities.

Dare

Innovation • Experimentation and play • Challenge to the status quo • Bravery in their work and their interactions with others

Ability to develop, and in some cases implement, in person and online projects for school and/or community settings that are innovative, engaging, developmentally appropriate, and culturally responsive, challenging the status quo of traditional art and design education.

Reflect

Self-awareness • Capacity to communicate (orally, written, and/or visually) about their practice

Clearly articulate the relationships between their work in art and design education and their majors, and how these studies will help them achieve personal and professional goals.

Capacity to seek, assemble, evaluate, and ethically apply information and ideas from diverse sources including art and design examples for use in lesson plans, workshops and curricula.

Analysis of both ethical and aesthetic impacts of art and design

Make responsible decisions about the ethical and aesthetic impacts their work has on the students and communities they engage with.

Connect

Ability to work well, collaborate, and build relationships across differences in identity, perspective, aesthetics and disciplines within a community of educators and learners.

Integration of skills, information, and concepts

Ability to synthesize and analyze the connections between history and theory of art and design education and community engagement and the realities of what happens in the classroom, studio and/or community setting.

Shine

Ability to define aspirations, future goals and their role within the creative economy

Clear statement of Teaching Philosophy and professional application materials for internships and jobs in the field of art and design education.

Awareness of audience and ability to cultivate relationships with others in their chosen fields.

Capacity to propose, plan, design and manage developmentally appropriate and culturally responsive lesson plans, curricula, course activities and events that cultivate and build professional social capital.

Compelling presentation and exhibition skills, through Annual Exhibition, Capstone, and portfolios

Professional teaching portfolio that includes lesson plans, internship documentation, teaching philosophy, and career goals.

Proficiency in budgeting, time and project management

Develop an understanding of supply budgets and timing for demos, workshops, lesson plans, curricula and community projects.

Career readiness, as evidenced by strong interpersonal skills, self-advocacy, adaptation, autonomy, initiative, and willingness to both receive and offer feedback as a pre-service educator.